

6.0 Ship Descriptions

Federation of Humanity Ships

Name	Thrust	HP	Armor	Cost	Weapons
Mako class Corvette	6	1	2	4	Graviton Gun
Tiger class Destroyer	4	2	2	8	Graviton Gun Graviton Gatling
Hammerhead class Cruiser	4	2	3	12	Graviton Gun x2 Graviton Hurricane Cannon

Capellan Pirate Ships

Name	Thrust	HP	Armor	Cost	Weapons
Gremlin class Corvette	4	1	1	3	Mass Beam
Goblin class Destroyer	2	1	1	6	Mass Beam S.R.T. Launcher
Troll class Battleship	2	3	2	18	Mass Beam x2 Hyper Mass Blaster L.R.T. Launcher

6.1 Weapon Descriptions

Graviton Guns

Name	Dam	Short Range	Long Range
Graviton Gun	3	4	8
Graviton Gatling	6	4	8
Graviton Hurricane Cannon	6	8	12
Mass Beam	3	8	16
Hyper Mass Blaster	6	8	16

Torpedoes

Name	Velocity	Damage	Quality	Shots
Short Range Torpedo (S.R.T.)	6	6	E	3
Long Range Torpedo (L.R.T.)	12	3	L	3

6.2 Standard Battle Groups

Federation	Cost
4 Mako	16
1 Tiger, 2 Mako	16
1 Hammerhead, 4 Mako	28
2 Tiger 3 Mako	28
2 Hammerhead, 5 Mako	44
1 Hammerhead, 4 Tiger	44

Capellan Pirates	Cost
5 Gremlin	15
2 Goblin, 2 Gremlin	18
1 Troll, 3 Gremlin	27
2 Goblin, 6 Gremlin	30
2 Troll, 3 Gremlin	45
1 Troll, 4 Goblin	42

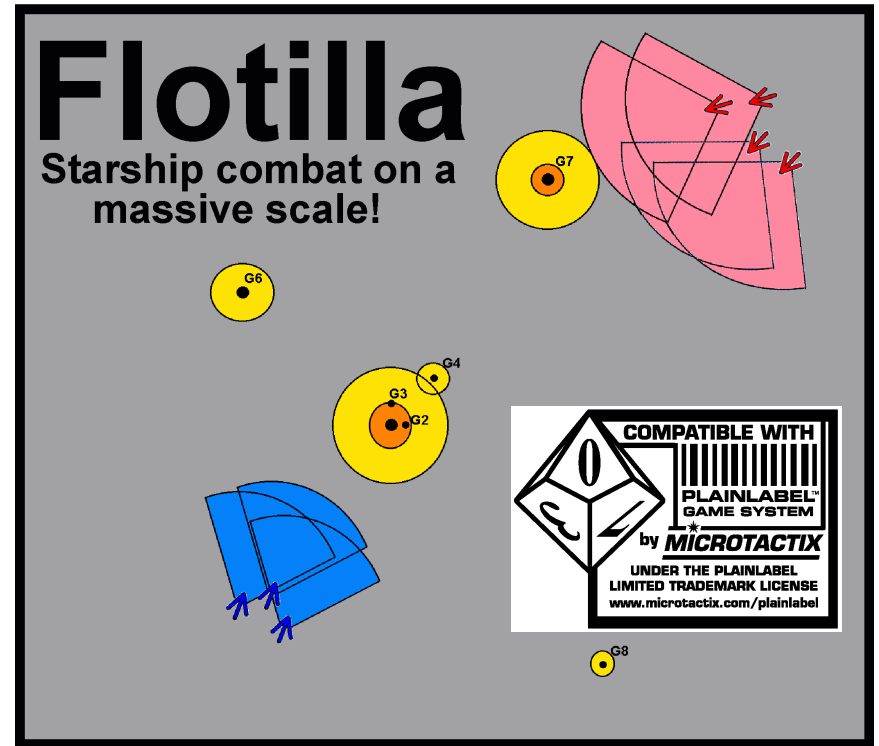


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After the invention of S-space drives humanity hurried to spread itself across the stars. Some colonists wanted material resources, some wanted wider religious or political freedom, and some simply wanted more real estate.

Soon the Federation of Humanity covered hundreds of light years. Due to the slow speed of communication, space was divided into self-governing states called clusters. Each cluster was relatively autonomous, but had responsibilities to the entire empire. (Similar to the relation between states and the federal government in the USA)

As in any society that spreads itself too thin, rebellion eventually arose. The Capella system was beset by pirates. The government there called for help, but the cluster government said it was a federal problem, and vice-versa. The pirates overthrew the government of Capella and installed a dictatorship of their own.

The Capellan Pirates expanded their power faster than anyone anticipated. They pounced on Pollux, the center of Cluster government. Pollux was caught unprepared and was conquered in 2 months, giving the pirates political control of the entire cluster. The Capellan Pirates have continued to expand their empire, which they call the Independent Capellan Planets (ICP).

The incursion has gained momentum, and the Federation is scrambling to catch up. Political infighting has slowed the buildup of federal troupes, and some clusters openly support the pirates. Trade throughout the federation has become dangerous, and the Federation of Humanity seems to teeter on the edge.

1.0 Introduction

Flotilla is a large-scale starship combat system, designed to allow large fleets to do battle over an entire solar system. The scale is one inch per Astronomical Unit (1 AU = 93,000,000 miles = The distance from the Earth to the Sun). Each turn lasts 10 seconds, and each inch of movement is equivalent to fifty times the speed of light.

Battles are quick and violent. A skirmish between two fleets of 10 ships each will take about 30 minutes. A grand battle between two fleets should take only a few hours to play out.

In addition to these rules, you will need the following items:

- Starship counters or miniatures.
- Direction Arrows
- Short Range Torpedo counters
- Long Range Torpedo counters
- Lots of 10-sided dice

2.0 Starships

The gravitometer operator of the FSS Charles Martel was young, and fear tinged his voice. “Multiple bogeys detected, sir. Moving along the orbital plane, bearing 24 degrees, range 45 AUs. They’re accelerating toward system center with a current speed of 100 lights. Identities unknown, there is no IFF signal.”

Captain Longstreet examined his tactical display as he spoke. Projected courses snaked their way across the display. The gravitometer operator confirmed his suspicions. “They are on course for Gharlane 7. That big gas giant will make a good gravity brake for a pass on the Comstock Colony on Gharlane 4.”

“Alert the fleet, battle group Alpha is to proceed at full acceleration to intercept at Gharlane 7. Delta is to intercept the projected course 4 AUs from Gharlane 4. Everyone else follow us, we’re going to be about 10 AUs behind Alpha.”

2.1 Starship Hulls

Flotilla uses a modified form of the Budget Battlefield system. Each ship type has a card showing all the necessary information. These cards are not marked or modified during play; so only one card is required for each type of ship.

At the top of the ship card is the Ship Name. Below that are the ship Attributes:

Armor: The amount of damage an attack must do to damage the ship.

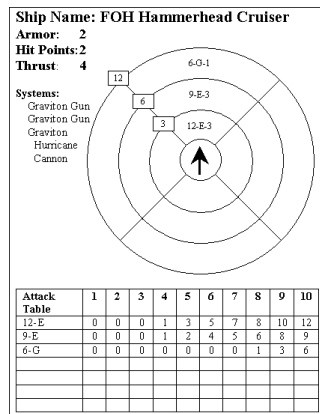
Hit Points: The number of times a ship can be damaged before it is destroyed.

Thrust: The amount a ship can change its movement in a single turn.

Below the Attributes are the ship Systems. This is simply a list of weapons mounted on the ship.

To the Right of the Systems is the Attack Display. This is a number of concentric circles displaying range bands with attack values for each. In the center is an arrow showing the front facing of the ship. The range bands are divided into four attack arcs, each with its own attack values.

Below the Attack Display is the Attack Table. This shows the damage rolls for each range band for the ship.



5.0 Designing New Ships

Designing new ships is a little more complicated than standard Budget Battlefield, because all the guns in each fire arc are combined to a single attack roll. Still, with a few guidelines it is easy to design your own ships.

Thrust: Thrust is a multiple of two. Two, four or six are recommended. Any higher and ships will be flying off the table in all directions.

Hit Points: The number of Hit Points should be kept low, preferably at one. Only powerful ships have two Hit Points, and the very toughest dreadnaughts have three.

Armor: Armor can be any value. Keep in mind that the smallest guns do a maximum of 3 points of damage, so Armor values above three should be very rare, if they are used at all.

Guns: Defining a ships guns takes four steps: Define Guns, Choose Arcs, Calculate Arc Damage and Calculate Arc Quality.

- 1. Define Guns:** Define the Max Damage and Range of each gun type. It is important to match the ranges of all the guns on a ship. The Long range of the smallest guns must match the Short range of the largest guns. See the weapon descriptions on page 16 for examples.
- 2. Choose Arcs:** Choose a fire arc for each gun. The basic ships only use the front arc, but you can place guns on all four arcs if you want.
- 3. Calculate Arc Damage:** The Max Damage for an Arc is the sum of the damage of all guns in that Arc. Damage is halved at long range.
- 4. Calculate Arc Quality:** Because an Arc may contain guns with different ranges, the standard -1 at Long range is not feasible. Instead, a gun loses one level of Quality at Long range. A single gun is Line quality at short range and Green at Long range. Two guns of the same quality are equivalent to one gun at the next level of quality.

Two Green -> Line
Four Green -> 2 Line -> Elite.

Once you have the Quality and Damage write them in the proper range band and copy the values from the Budget Battlefield damage table.

I can not give any guidelines for assigning point values. The standard Budget Battlefield point calculations do not work, as they give stronger ships much to high a value. Compare your new ship to the existing ships and give it a reasonable value.

3.3 Victory Determination

The victor is usually the last player to have ships on the table. However, you may want to define other victory conditions. Here are some examples:

- One player must escape the table from a particular side.
- One player must escort some slow, weak ships to a particular planet.
- One player must destroy a particular enemy ship.

Feel free to make up your own victory conditions, or to have three or more sides to the battle!

4.0 The Campaign Game

Captain Longstreet surveyed the damage reports. They had repulsed the attack, but just barely. Eighty percent of his fleet had been knocked out of s-space. Miraculously, only two had been destroyed. Unfortunately, the rest all had higher than average casualties. Fifty percent of the fleet would be in space dock for over a month.

At least the enemy hadn't fared any better. They had lost six ships to antimatter explosions. The rest were waiting in real space for someone to come pick them up.

4.1 Damage from hits

When a ship is removed from the table its gravity generators are destroyed, but the ship itself usually survives. Roll a d10 on the following table to determine how badly the ship was damaged:

Roll	Repair Time	Casualties
1	None	0
2	None	10%
3-4	Next Battle	20%
5-6	Next Battle	40%
7-8	Next 2 Battles	60%
9	Next 2 Battles	80%
10	Destroyed	100%

The Casualties percentage is the percentage of original ship cost that must be spent to get the ship back into operation. Before you purchase new ships you must repair or scrap all existing ships. Scrapping a ship gives no Reinforcement points, it simply removes the ship from your fleet.

4.2 Reinforcement points

Each fleet receives 50% of its starting points as reinforcements. These points may be spent to repair damaged ships or to purchase new ships.

The Casualties percentage is the percentage of original ship cost, rounding up, that must be spent to get the ship back into operation. Before you purchase new ships, you must repair or scrap all existing ships. Scrapping a ship gives no points; it simply removes the ship from your fleet.

2.2 Starship Weapons

A starship operates by generating two powerful gravity fields on top of each other. The sphere of overlapping fields is called a gravitational bubble. The stress caused by the fields distorts space in the same way as a gravitational singularity, or black hole. While the area inside the gravitational bubble seems normal to those within it, the bubble itself responds to the very different laws of physics present inside the event horizon of a black hole. When these laws come into effect the ship is referred to as 'being in s-space'.

Small imbalances in the gravity generators propel the ships at enormous speeds. The enhanced gravitational forces give even the slowest ships a cruising speed of over 100 times the speed of light. All ships have a speed limit, however, because the gravitational bubbles become unstable as velocity increases.

The balanced gravity fields that inject a ship into s-space will collapse if disturbed by another strong gravity field. No ship can maintain s-space within 50 million miles of an earth-sized planet. Graviton weapons and torpedoes damage ships by disrupting their gravitational bubble, causing them to drop to real space and possibly explode!

2.2.1 Graviton Guns

The most common starship weapons are graviton guns. The Graviton Gun fires a projectile with a very small s-space generator. The field maintained by the projectile only lasts a fraction of a second, but generates speeds over 2000 times the speed of light.

The Graviton Guns used in Flotilla are:

Name	Damage	Short Range	Long Range
Graviton Gun	3	4	8
Graviton Gatling	6	4	8
Graviton Hurricane Cannon	6	8	12
Mass Beam	3	8	16
Hyper Mass Blaster	6	8	16

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2.2.2 Torpedoes

Torpedoes are small computer controlled ships. They have a very high acceleration but a limited top speed. They move near an enemy ship and expand their s-space bubble in an attempt to disrupt the bubble around the enemy. Torpedoes are very deadly weapons, but they can be shot down. The Federation of Humanity does not use torpedoes.

The two types of torpedoes used by the Independent Capellan Planets are:

Name	Velocity	Damage	Quality	Shots
Short Range Torpedo (S.R.T.)	6	6	E	3
Long Range Torpedo (L.R.T.)	12	5	L	3

3.0 Playing the game

On the tactical display, tiny arrows representing ships began to disappear as Battle Group Alpha met the enemy group decelerating around Gharlane 7. Captain Longstreet prayed silently that the overload dampers on the ships worked properly. When a ship loses its gravity bubble, it abruptly drops into normal space, where the speed of light is a brick wall. All the momentum of 300 times the speed of light becomes a terrifying backload on the gravity generators. They are designed to divert this load into overload dampers, which explode the energy into space. Sometimes they work, sometimes they aren't enough and other systems burn out, and sometimes antimatter containment is lost and the ship explodes.

But there were more pressing matters. "Gunner, I want any enemies that get past Alpha cleared out before the main group reaches Gharlane 7. Delta group, intercept those other two groups of flankers. Keep them off our tail until we come around that planet. Any remaining ships of Alpha should join Delta, they won't scratch those battleships."

Waves of torpedoes began moving away from the main enemy group, and the Charles Martel began trying to shoot them down. The gravity well of Gharlane 7 kept the enemy from using their Graviton Cannon until the Charles Martel was also in range, and the fighting began in earnest.

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Compare damage beginning with the highest roll and working down. If the damage is equal to or greater than the Armor value of the nearest ship in the target battle group that ship takes one HP of damage for each doubling of its Armor up to the Max Hits of the attack. For example, an attack with 2 Max Hits does 7 points of damage to a ship with 2 Armor. The attack could inflict 3 HP, but because the Max Hits is 2, the target takes 2 HP. One attack can only damage one enemy ship, no matter how much damage is done.

When a ship has no HP left, replace it with an explosion marker. The ship still gets its attack if it has not attacked already. Damage is now applied to the next closest ship in the same battle group. Do not recalculate range or re-roll any attacks.

Roll and apply damage for less powerful attacks, until all ships have attacked. It is generally best to look on the table and determine what you need to roll to hit before rolling the dice, then just count how many rolls meet that number.

Graviton Guns may be used to attack Torpedoes, which have an Armor rating of one and one Hit Point.

For example, three Gremlins and two Goblins attack a battle group of 4 Mako corvettes. The range between the closest ships is 5". All 5 attackers have an attack value of 6-L-1 at 5". The Mako control ship is in a level 1 gravity well, so all attacks are at -1. The attacker rolls and gets 9,6,3,3 and 1 after modifications. Since a natural 10 was rolled, another die is rolled for a 6. These rolls translate to damages of 6 (5+1), 1, 0, 0 and 0. The Mako corvette has an armor value of 2. The first attack hits with 6 points of damage and the nearest Mako is destroyed. The attack does enough damage to cause three Hits, but the attackers all have a Max Hits value of 1, so the attack only does 1 HP of damage. The second attack does not equal the target's armor, so it misses. The remaining attacks miss automatically.

3.2.3 Torpedo Phase

In this phase, all torpedoes move and perform their attacks. Torpedoes operate in a much simpler way than ships.

If a torpedo is within its Velocity of an enemy ship, it MUST attack. Torpedoes will always attack the nearest ship. Roll a d10 and look up the result on the torpedo damage chart. Gravity wells and asteroids do not affect this roll. If the Damage is equal to or greater than the Armor of the target ship, the ship loses one HP. After a torpedo attacks it is removed from the game.

If a torpedo cannot attack, it must move its full velocity in any direction. Gravity wells and Asteroids do not affect torpedoes in any way.

When the Torpedo Phase is complete, the turn is over. Roll initiative for the next turn.

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If the battle group did not apply any Thrust, all ships except the control ship may move half their Thrust. All ships in the battle group must be within 2" of another ship in the group.

After moving the battle group, choose the facing of your ships. All weapons fire in a 90-degree arc to the front, so facing is important. The ships may face any direction, regardless of previous facing or direction of thrust.

3.2.3 Attacks

3.2.3.1 Torpedo Fire

To launch a torpedo, announce that you are launching torpedoes and place torpedo counters within 1" of all ships in the battle group that are launching. Torpedo movement and attacks take place in the Torpedo Phase (3.2.3)

Graviton Guns

The Damage and Quality of attacks by Graviton Guns are summarized in the attack display on the ship card. Because an attack may contain weapons with different ranges, a weapon at long range has its Quality reduced by one, instead of rolling with a -1 to the roll. Firing multiple guns also modifies the quality of the attack. Two guns at Green quality have the same chance to hit as one gun at Line quality. Two guns at Line quality are equivalent to one gun at Elite.

Each range band on the attack display has three values: Max Damage, Quality and Max hits. Max Damage and Quality are combined on the attack tables at the bottom of the card. Max Hits is the maximum Hit Points the ship can inflict regardless of the damage rolled.

All ships in a battle group must fire at the same enemy battle group. Measure the Range as the distance between the closest ships in the two groups. Determine which ships have any ships of the target group in their front arc. Starting with the most powerful attack, count the number of ships with that attack and roll a d10 for each. If a natural 10 is rolled, roll again with no minuses and add the result. Modify the roll by terrain using this table:

Gravity well modifiers affect any attack into, out of, or through the gravity well.

Level 1 Gravity Well	-1*
Level 2 Gravity Well	-2*
Asteroid Field	-1 per 2 inches (rounding up!)

* Gravity well modifiers are not cumulative.

Asteroid modifiers affect any attack into, out of or through the field.

Compare the final numbers to the damage chart on the starship card. This gives the damage done.

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3.1 Setting up the board

First, determine and set up planets and their Gravity Wells. Circles from two to 10 inches in diameter represent gravity wells. The gravity wells are defined as follows:

Planetary Mass In Earth Masses	Level 1 (Radius)	Level 2 (Radius)	Kill Zone
1	1.5"	---	0.5"
10	2.5"	---	0.5"
100	3.5"	---	0.5"
1000	4.5"	1.5"	0.5"
10,000	5.5"	2.5"	0.5"
100,000	6.5"	3.5"	0.5"
1,000,000	7.5"	4.5"	1.5"
Etc.			

Gravity wells affect movement and weapons. See sections 3.2.2.3 and 3.2.3.2.

If a planet has a Kill Zone, this is a one-inch diameter circle. (See section 3.2.2.3)

Some systems will have asteroid belts or gas clouds. These can be any shape, but generally form elongated clouds or solid bands at a constant distance from the star.

See sections 3.2.2.3 and 3.2.2.4 for effects on movement and weapons.

If you do not have statistics for the system, just put a mass 1,000,000 or more gravity well in the center of the table, and some smaller gravity wells randomly about the board.

Next, organize your ships into battle groups. A battle group moves as a unit and keeps the same orientation in relation to the edges of the board. The ships in a battle group may face whatever direction they wish, but the formation itself may not rotate. No ship in a battle group may be more than 2" from the nearest ship in the same group. You may want to make trays out of cardboard to simplify moving your battle groups.

Players place their forces on opposite sides of the board within 8" of the edge and at least 12" from the corners. Give each battle group a velocity equal to the lowest Thrust in the group, pointed directly away from the table edge. (See section 3.2.2.1 for instructions on denoting movement.)

3.2 Turn Sequence

Each turn is performed in the following phases:

1. Roll Initiative
2. Non-advantage side Moves
3. Advantage side Moves
4. Advantage side Attacks and launches Torpedoes
5. Non-Advantage side Attacks and launches Torpedoes
6. Advantage side Torpedo Phase
7. Non-Advantage side Torpedo Phase
8. Remove destroyed ships

Flotilla does not use the Budget Battlefield Morale rules.

3.2.1 Initiative phase

Each player rolls a d10 re-rolling ties. The player with the highest roll, called the Advantage Player, wins initiative. The player with the lower roll is the Non-Advantage player.

3.2.2 Movement

Flotilla uses a simple vector based movement system. One ship in each battle group is assigned as the control ship. The control ship must have the lowest Thrust in the battle group. This ship is placed on top of an arrow, which shows the direction the ship is moving. One to three dice are placed next to this ship to show its speed. The maximum safe speed of a ship is three times its Thrust. If a ship exceeds its maximum safe speed its s-space bubble may collapse and damage the ship. See section 3.2.2.5 under Movement for details.

Movement takes place in four steps: Existing Movement, Thrust, Gravity, and New Velocity.

3.2.2.1 Existing Movement - Move the control ship its current velocity (as shown on the velocity dice) in the direction the arrow is pointing.

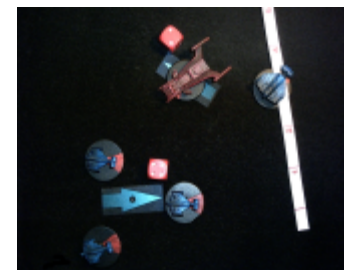


Before Movement



Existing Movement

3.2.2.2 Thrust - Move the ship up to its Thrust in inches in any direction.



Thrust

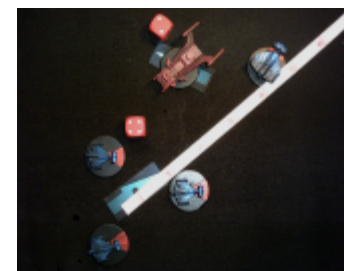
3.2.2.3 Gravity - If a straight line from the starting point to the ship's new location crosses a gravity well, move the ship one inch directly toward the planet for each level of the gravity well.

If a straight line from the starting point to the ship's location after applying Gravity passes through the kill zone of a planet, the control ship of that group has hit the kill zone and been forced into normal space. Remove it from the battle group and assign a new control ship.

3.2.2.4 Asteroid Fields - While it is incredibly unlikely that a ship will actually hit an asteroid, asteroid fields place a great strain on the stabilizers of a ship in s-space. The Thrust of a ship in an asteroid field is half the normal, with a corresponding drop in maximum safe speed.

Asteroid Fields can be mined with simple gravity bombs. If a battle group moves through a mined field one ship is attacked with a 6-E attack.

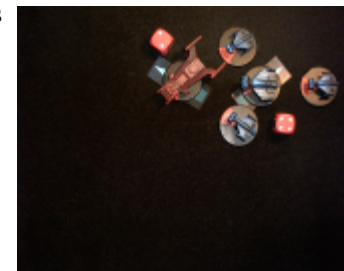
3.2.2.5 New Velocity - Measure from the starting point (the arrow) to the ship's new location, rounding to the nearest inch. This is the new velocity. Turn the velocity dice to show the new velocity. Point the arrow at the new location of the ship, and then place it underneath the ship.



New Velocity

Move the rest of the battle group, keeping the formation the same and ignoring gravity wells and kill zones. Ships with a higher Thrust than the control ship may move, within the formation, one inch for each additional 2 points of Thrust.

If a battle group exceeds the maximum safe speed on any of its ships, roll one ten-sided die for each ship that exceeded its limit. Each roll of less than or equal to the amount the group exceeded the limit causes one HP of damage to a ship of the player's choice.



Completing Movement